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1 Construction engineering and project management: Construction engineering and project management I: variable-speed resource motion in animations of discrete-event process models
Vineet R. Kamat, Julio C. Martinez
December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**
Full text available: pdf(815.99 KB) Additional Information: full citation, abstract, references

This paper presents research that addresses the problem of describing the accurate, variable-speed motion of simulation objects on realistically-shaped trajectories (i.e. paths) in animations of discrete-event simulation models. The work puts in place techniques that modelers can use to instruct virtual simulation objects to follow any arbitrarily-shaped velocity profiles while adhering to fixed motion completion times when traversing along any defined motion path trajectories. A computation ...

2 Session 8B: embedded systems power management and validation: Power optimization of real-time embedded systems on variable speed processors
Youngsoo Shin, Kiyoung Choi, Takayasu Sakurai
November 2000 **Proceedings of the 2000 IEEE/ACM international conference on Computer-aided design**
Full text available: pdf(94.65 KB) Additional Information: full citation, abstract, references, citings

Power efficient design of real-time embedded systems based on programmable processors becomes more important as system functionality is increasingly realized through software. This paper presents a power optimization method for real-time embedded applications on a variable speed processor. The method combines off-line and on-line components. The off-line component determines the lowest possible maximum processor speed while guaranteeing deadlines of all tasks. The on-line component dynamically v ...

3 Session S6.1: scheduling and frequency scaling for power: Dynamic voltage leveling scheduling for real-time embedded systems on low-power variable speed processors
Jian-Liang Kuo, Tien-Fu Chen
October 2002 **Proceedings of the 2002 international conference on Compilers, architecture, and synthesis for embedded systems**
Full text available: pdf(274.75 KB) Additional Information: full citation, abstract, references, index terms

One of the energy reduction techniques for embedded systems is Dynamic Voltage Scaling (DVS), which varies processor voltage and clock to achieve desired performance while using

minimal amount of energy. By using system control instruction on the voltage and clock-rate, the scheduler in operating systems can vary the execution environment to obtain energy deduction at a cost of the propagation delay and transition time. So minimizing energy and meeting the deadline of tasks are critical problems ...

Keywords: dynamic voltage scaling, low power, real-time systems

4 The motion map: efficient computation of steady flow animations

Bruno Jobard, Wilfrid Lefer

October 1997 **Proceedings of the 8th conference on Visualization '97**

Full text available: pdf(926.61 KB) Publisher Site

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5 Interactive simulation of network pumping policies on a computer-based graphics system

P. F. Perry, J. D. Keenan

July 1976 **ACM SIGGRAPH Computer Graphics , Proceedings of the 3rd annual conference on Computer graphics and interactive techniques**, Volume 10 Issue 2

Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references

This paper is concerned with the development of a computer-based graphics system for interactive simulation of pumping policies on water supply networks. The method evaluates various strategies which are input to the computer via a light-pen graphics facility, and displays to the operator the cost of the input strategy based on a mathematical model of the pumping tariff which is developed. The method has been used for policy analysis on a pressure zone of a network in the United Kingdom, and the ...

6 PLIC: bridging the gap between streamlines and LIC

Vivek Verma, David Kao, Alex Pang

October 1999 **Proceedings of the conference on Visualization '99: celebrating ten years**

Full text available: pdf(3.28 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper explores mapping strategies for generating LIC-like images from streamlines and streamline-like images from LIC. The main contribution of this paper is a technique which we call pseudo-LIC or PLIC. By adjusting a small set of key parameters, PLIC can generate flow visualizations that span the spectrum of streamline-like to LIC-like images. Among the advantages of PLIC are: image quality comparable with LIC, performance speedup over LIC, use of a template texture that is independe ...

Keywords: comparative visualization, jitter, texture mapping, unsteady flow, variable speed animation

7 The expected advantage of asynchrony

R. Cole, O. Zajicek

May 1990 **Proceedings of the second annual ACM symposium on Parallel algorithms and architectures**

Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

8 Mobile and Wireless System: Integration of dynamic voltage scaling and soft real-time

scheduling for open mobile systems
Wanghong Yuan, Klara Nahrstedt
May 2002 **Proceedings of the 12th international workshop on Network and operating systems support for digital audio and video**

Full text available: pdf(265.31 KB) Additional Information: full citation, abstract, references, citings, index terms

Battery-powered mobile devices are becoming increasingly important computing platforms, which require low energy consumption while meeting the resource demands of a dynamic application workload. Most proposed dynamic voltage scaling (DVS) algorithms, targeting either best-effort or hard real-time systems, however, cannot be directly applied to such open mobile systems. This paper presents a framework to integrate DVS into soft real-time (SRT) scheduling for open mobile systems, achieving energy ...

Keywords: multimedia, power management, scheduling

9 Scheduling and resource allocation: Energy-efficient soft real-time CPU scheduling for mobile multimedia systems
Wanghong Yuan, Klara Nahrstedt
October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

Full text available: pdf(511.80 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper presents *GRACE-OS*, an energy-efficient soft real-time CPU scheduler for mobile devices that primarily run multimedia applications. The major goal of GRACE-OS is to support application quality of service and save energy. To achieve this goal, GRACE-OS integrates dynamic voltage scaling into soft real-time scheduling and decides how fast to execute applications in addition to when and how long to execute them. GRACE-OS makes such scheduling decisions based on the probability dist ...

Keywords: mobile computing, multimedia, power management

10 Rapid serial visual presentation techniques for consumer digital video devices
Kent Wittenburg, Clifton Forlines, Tom Lanning, Alan Esenther, Shigeo Harada, Taizo Miyachi
November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

Full text available: pdf(875.05 KB) mov(4:21 MIN) wmv(4:21 MIN) Additional Information: full citation, abstract, references, citings, index terms

In this paper we propose a new model for a class of rapid serial visual presentation (RSVP) interfaces [16] in the context of consumer video devices. The basic spatial layout "explodes" a sequence of image frames into a 3D trail in order to provide more context for a spatial/temporal presentation. As the user plays forward or back, the trail advances or recedes while the image in the foreground focus position is replaced. The design is able to incorporate a variety of methods for analyzing or hi ...

Keywords: RSVP, TV interfaces, consumer devices, multimedia interfaces, rapid serial visual presentation, video browsing

11 Sensor networks and communication systems: Uncertainty-based scheduling: energy-efficient ordering for tasks with variable execution time
Flavius Gruian, Krzysztof Kuchcinski

August 2003 **Proceedings of the 2003 international symposium on Low power electronics and design**

Full text available: pdf(122.68 KB) Additional Information: full citation, abstract, references, index terms

Energy consumption reduction is today an important design issue for all kinds of digital systems. Offering both flexibility and efficient energy management, variable speed processor architectures are prefered for low energy consumption even in hard real-time systems. For this type of systems, the main approach consists in trading speed for lower energy while meeting all deadlines. For tasks with varying execution time, speed scheduling is most efficient if performed at run-time.This paper presen ...

Keywords: dynamic voltage scaling, low energy, real-time scheduling

12 Animation from motion/video data: On-line locomotion generation based on motion blending

Sang Il Park, Hyun Joon Shin, Sung Yong Shin

July 2002 **Proceedings of the 2002 ACM SIGGRAPH/Eurographics symposium on Computer animation**

Full text available: pdf(4.48 MB) Additional Information: full citation, abstract, references, citings, index terms

Locomotion such as walking, jogging, and running is one of the most basic forms of daily human motions. However, the previous methods can hardly generate the convincing locomotion of a character following a curved path with a desired speed and style. Based on scattered data interpolation, we propose a novel approach for on-the-fly generation of convincing locomotion, given parameters such as speed, turning angle, and style, on top of others given in the previous approaches. We first present an i ...

Keywords: animation, animation with constraints, human body simulation

13 Scheduling unrelated machines with costs

David B. Shmoys, Éva Tardos

January 1993 **Proceedings of the fourth annual ACM-SIAM Symposium on Discrete algorithms**

Full text available: pdf(715.64 KB) Additional Information: full citation, references, citings, index terms

14 Distributed Virtual Environments: Prediction-based concurrency control for a large scale networked virtual environment supporting various navigation speeds

Eunhee Lee, Dongman Lee, Seunghyun Han, Soon J. Hyun

November 2001 **Proceedings of the ACM symposium on Virtual reality software and technology**

Full text available: pdf(350.94 KB) Additional Information: full citation, abstract, references, citings, index terms

Shared sense of a virtual world is often enhanced by replicating the information at each user's site since replication provides acceptable interactive performance, especially when users are geographically distributed over large networks like the Internet. However, multiple concurrent updates may lead to inconsistent views among replicas. Therefore concurrency control is a key factor to maintaining a consistent state among replicas. We proposed a scalable prediction-based scheme in which an owner ...

Keywords: advance ownership request and transfer, concurrency control, prediction, entity radius, generality, scalability, various navigation speed

15 Dynamic voltage scheduling technique for low-power multimedia applications using buffers
Chaeseok Im, Huiseok Kim, Soonhoi Ha
August 2001 **Proceedings of the 2001 international symposium on Low power electronics and design**
Full text available: pdf(235.98 KB) Additional Information: full citation, references, citings, index terms

16 CVEPS - a compressed video editing and parsing system
Jianhao Meng, Shih-Fu Chang
February 1997 **Proceedings of the fourth ACM international conference on Multimedia**
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17 Power optimization for real-time and media-rich embedded systems: Energy-aware deterministic fault tolerance in distributed real-time embedded systems
Ying Zhang, Robert Dick, Krishnendu Chakrabarty
June 2004 **Proceedings of the 41st annual conference on Design automation**
Full text available: pdf(349.35 KB) Additional Information: full citation, abstract, references, index terms

We investigate a unified approach for fault tolerance and dynamic power management in distributed real-time embedded systems. Coordinated checkpointing is used to achieve fault tolerance, and power management is carried out using dynamic voltage scaling. We present feasibility-of-scheduling tests for coordinated checkpointing schemes for a constant processor speed as well as for DVS-enabled processors that can operate at variable speeds. Simulation results based on the CORDS hardware/software co ...

Keywords: checkpointing, fault tolerance, real-time systems, voltage scaling

18 Posters & demos: Robust finger tracking for wearable computer interfacing
Sylvia M. Dominguez, Trish Keaton, Ali H. Sayed
November 2001 **Proceedings of the 2001 workshop on Perceptive user interfaces PUI '01**
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Key to the design of human-machine gesture interface applications is the ability of the machine to quickly and efficiently identify and track the hand movements of its user. In a wearable computer system equipped with head-mounted cameras, this task is extremely difficult due to the uncertain camera motion caused by the user's head movement, the user standing still then randomly walking, and the user's hand or pointing finger abruptly changing directions at variable speeds. This paper presents a ...

Keywords: Kalman Filter Tracking, gesture interfaces, robust estimation

19 QOS provisioning: Assessing the user-perceived quality of packet voice in networks with mobile users
Cristina Hristea Seibert, Fouad A. Tobagi
September 2003 **Proceedings of the 6th ACM international workshop on Modeling analysis and simulation of wireless and mobile systems**

Full text available: pdf(124.95 KB) Additional Information: full citation, abstract, references, index terms

As the Internet becomes the medium of choice for transporting integrated data, voice and video traffic, it is crucial that the quality of service approaches the level seen in networks traditionally employed for carrying these various traffic types. For example, the quality of voice communication in the Internet should approach the toll-quality levels experienced in the public switched telephone network (PSTN). Mobile wireless users have become a common sight across the world, and have motivated ...

Keywords: mobility, packet voice, tracking, user-perceived quality

20 Energy efficiency in system design: Pruning-based energy-optimal device scheduling for hard real-time systems

Vishnu Swaminathan, Krishnendu Chakrabarty

May 2002 **Proceedings of the tenth international symposium on Hardware/software codesign**

Full text available: pdf(630.76 KB) Additional Information: full citation, abstract, references, index terms

Dynamic Power Management (DPM) provides a simple, elegant and flexible method for reducing energy consumption in embedded real-time systems. However, I/O-centric DPM techniques have been studied largely for non-real-time environments. We present an offline device scheduling technique for real-time systems that generates an energy-optimal device schedule for a given task set while guaranteeing that all real-time deadlines are met. Our method takes as inputs a task set and a device-usage list for ...

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